



# GAMIFICATION INSTRUCTOR SURVEY

Six instructors that participated in gamification activities in their 2016-2018 library instruction session were surveyed with the following questions:



- Were the learning objectives of the class met by the “gamified” instruction session?
- Were the students engaged during the gamified activity?
- Did you see any evidence of retention of new skills or knowledge after the class period?
- Would you schedule another instruction session using a gamified element?
- Would you recommend a gamified instruction session to a colleague?
- Do you have any other thoughts on the use of gamification in library instruction?

Responses and comments were received from 4 of the 6. A summary of the responses is found below.

Were the learning objectives of the class met by the “gamified” instruction session?				
Not Met (1)	2 	3 	Met (4)	Not Applicable
		<b>1</b>	<b>3</b>	

Comments:

- Yes, though I asked for too little time. 45 minutes is not long enough for some classes. Next time I will request one hour, at least.
- The questions within the game were relevant

Were the students engaged during the gamified activity?				
Not Engaged (1)	2 	3 	Very Engaged (4)	Not Applicable
			<b>4</b>	

Comments:

- Students locked in; they wanted to win.
- They all remarked they enjoyed it and didn't get bored.

Question	Yes	No	Maybe	Comments
Did you see any evidence of retention of new skills or knowledge after the class period?	2		2	I'll see soon; their research essays are due next week.
Would you schedule another instruction session using a gamified element?	4			I plan to do so in Fall 2018.
Would you recommend a gamified instruction session to a colleague?	4			It's a fun way for students to practice using the databases. Especially to supplement skills in research and learning

### Do you have any other thoughts on the use of gamification in library instruction?

Engagement is a struggle with the traditional student, this really helps. Our sessions were fun and the student won a prize once and bragged about it because he was proud he had finally done something better than other students.